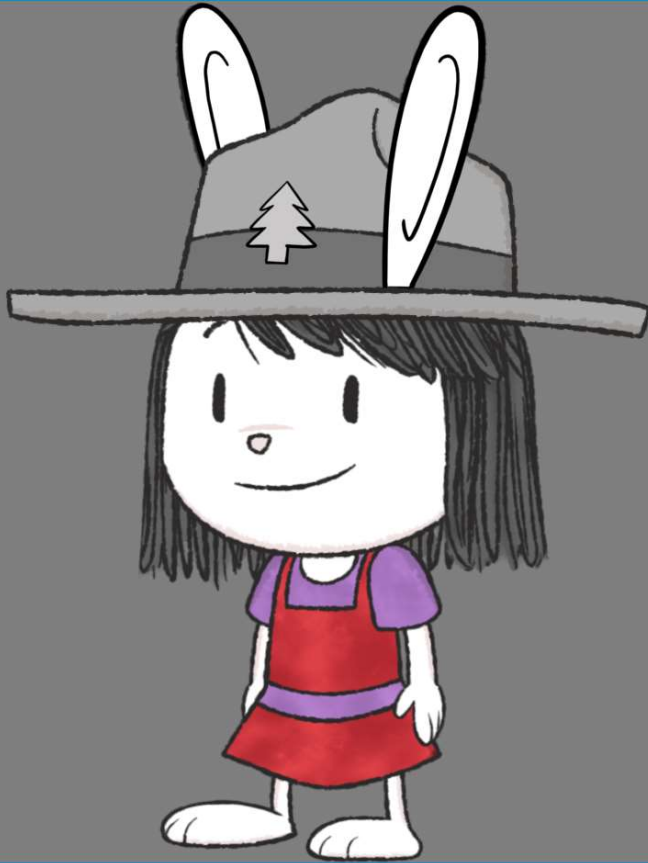


ch\_elinor\_junior\_ranger

ch\_elinor\_junior\_ranger

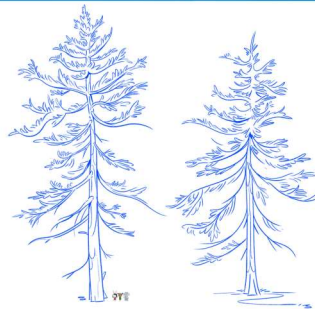


ext\_lodgepole\_burnt

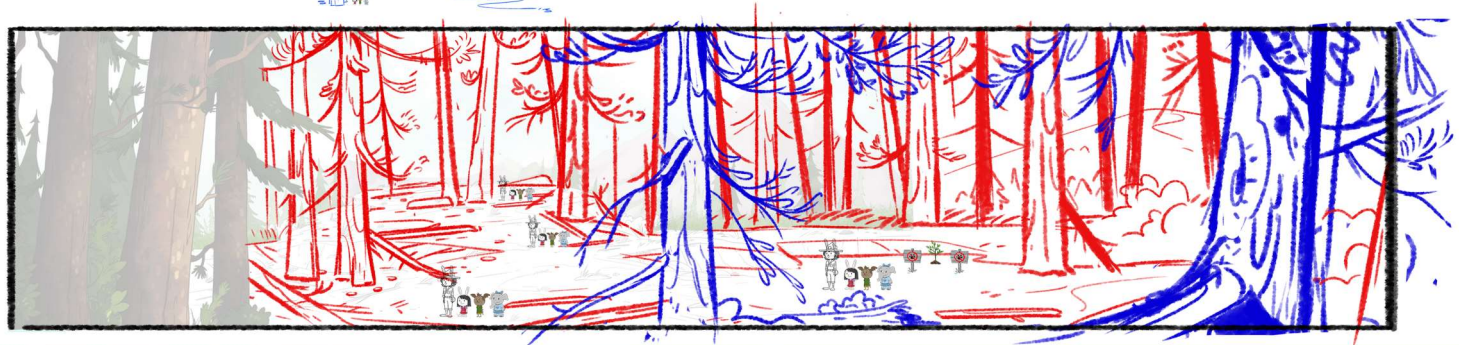


# ext\_lodgepole\_woods

ext\_lodgepole\_woods



Ranger Rabbit moves the brush for a BIG REVEAL. It's breathtaking. Giant thick trees, with a dirt floor, lots of space in between each tree. Some low understory with short grass and fallen limbs. Thick branches are magically <SFX: SWOOSHING> in the wind, insects are <SFX: TRILLING>.



# ext\_young\_forest

Assets from



Ext\_olive.House-024



Ext\_Ranger-Station-001



Ext\_lakeside\_001

This is a **Shumard** Oak Tree, there's not many of them growing in this area. So, we need to make sure no one disturbs this little one.

While she's exploring Lodgepole Woods, she reaches a new area in the forest where the trees are a lot smaller and the greenery is a lot busier. The **SMALLER PART** of the forest. Elinor is intrigued and takes a closer look.







pr\_lodgepole\_pinecone

pr\_lodgepole\_pinecone



pr\_open\_pinecone



pr\_pine\_seed

pr\_pine\_seed



Scale





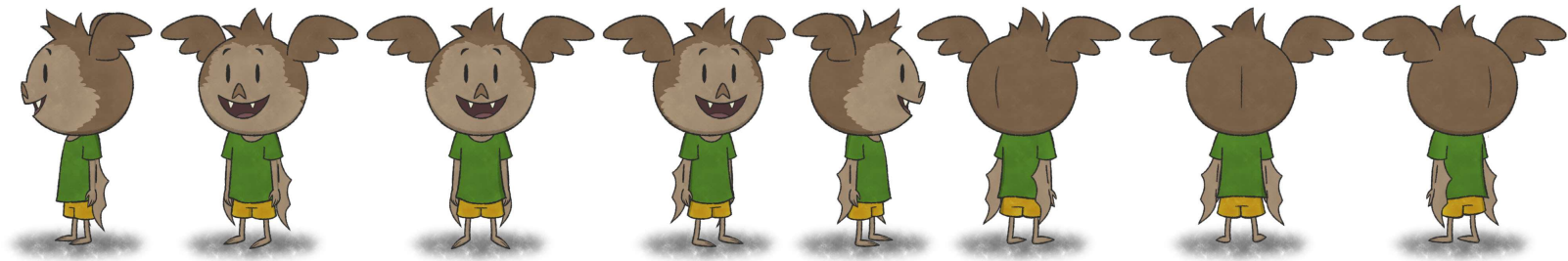
pr\_ranger\_hat



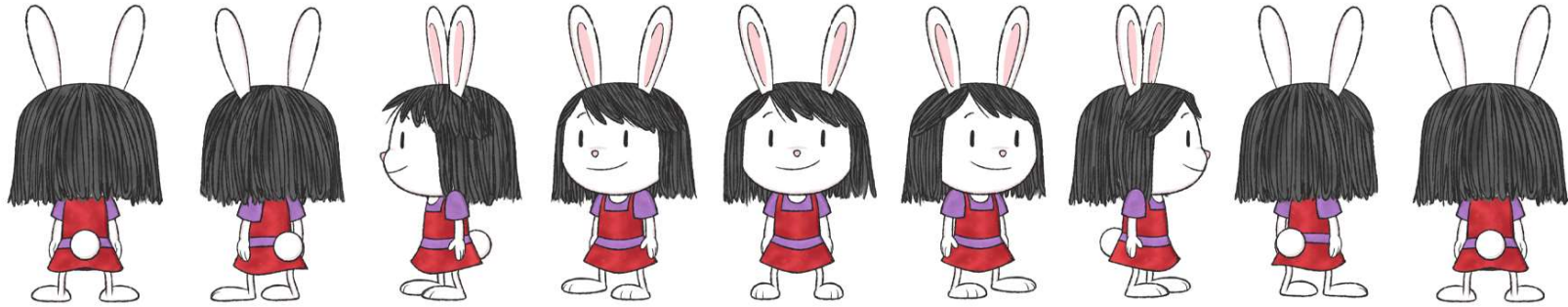
# bg\_town\_map



ch\_ari



ch\_elinor

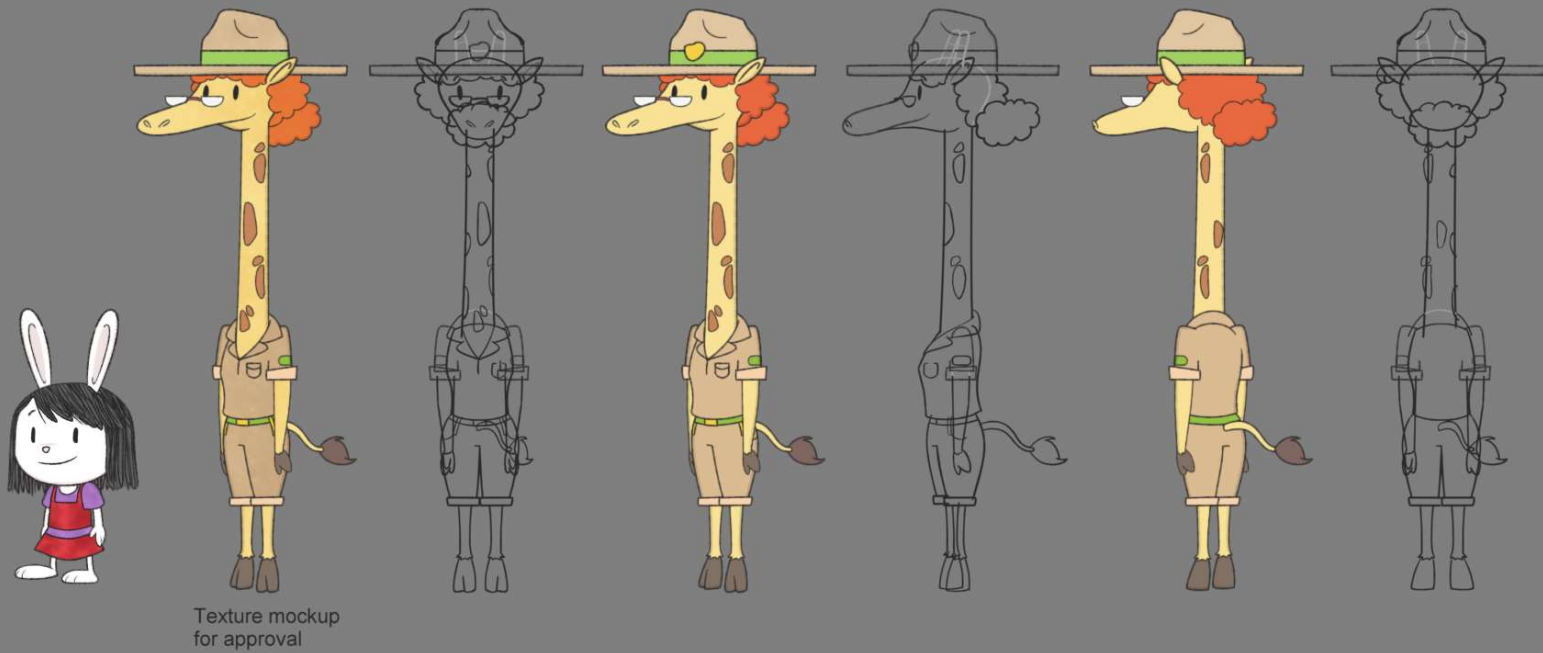


## ch\_master\_lineup

## Master Character Lineup

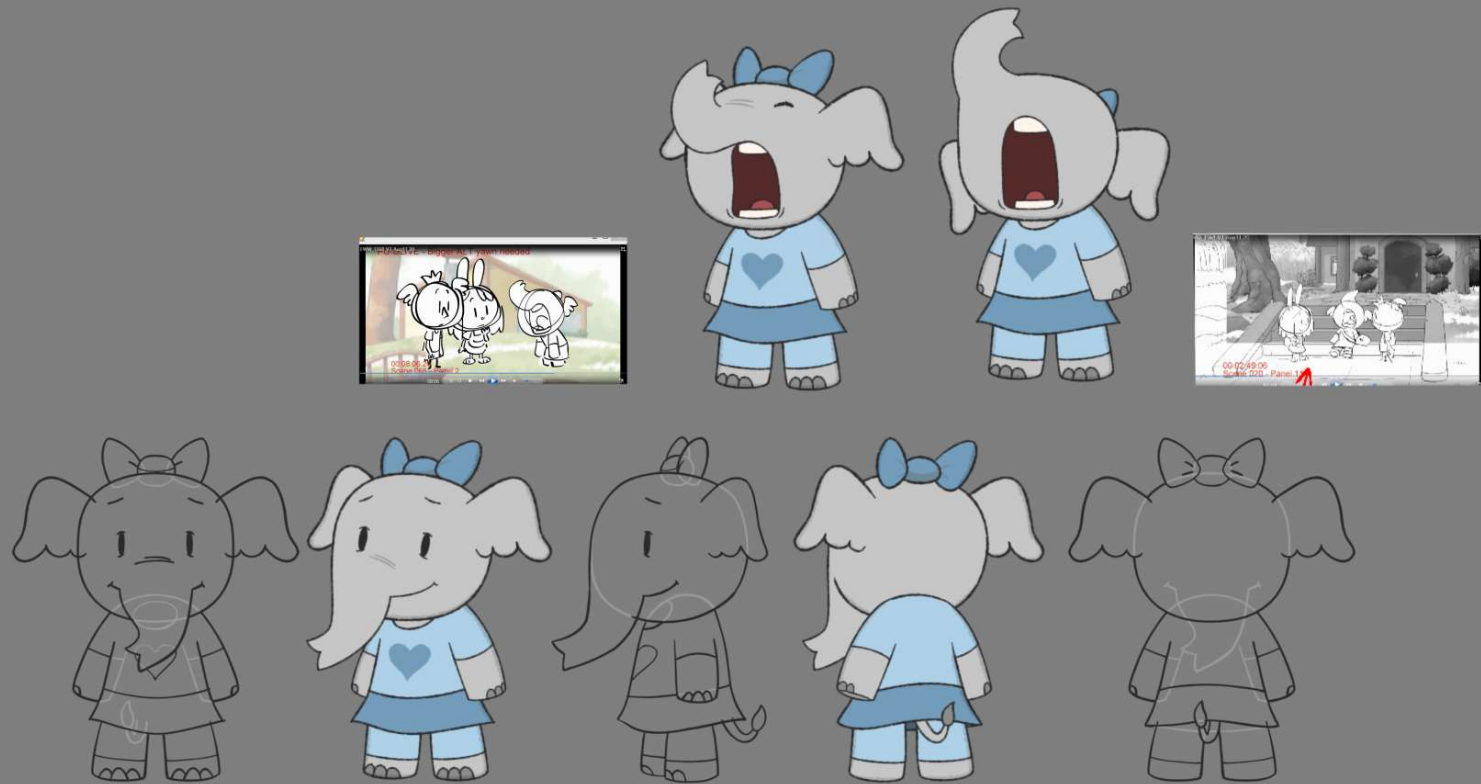


expression



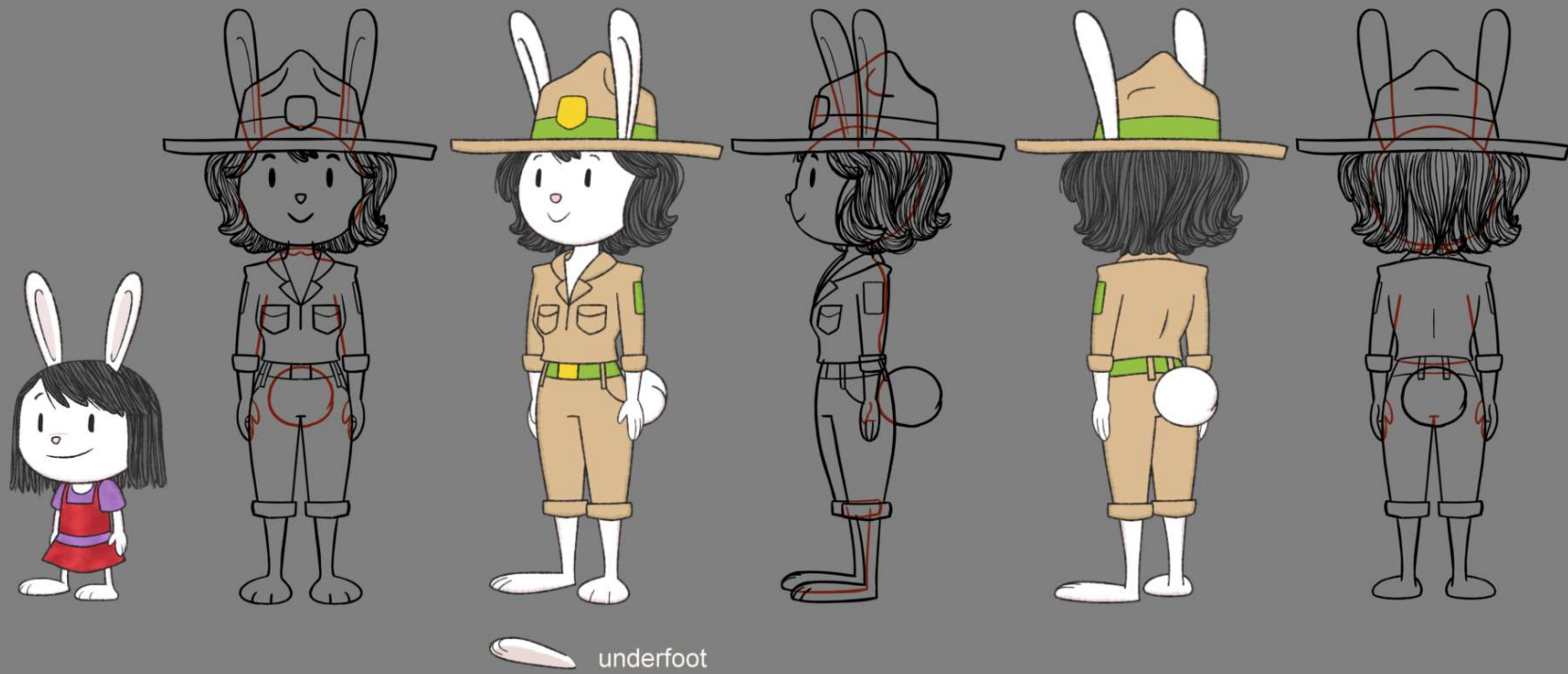
Texture mockup  
for approval



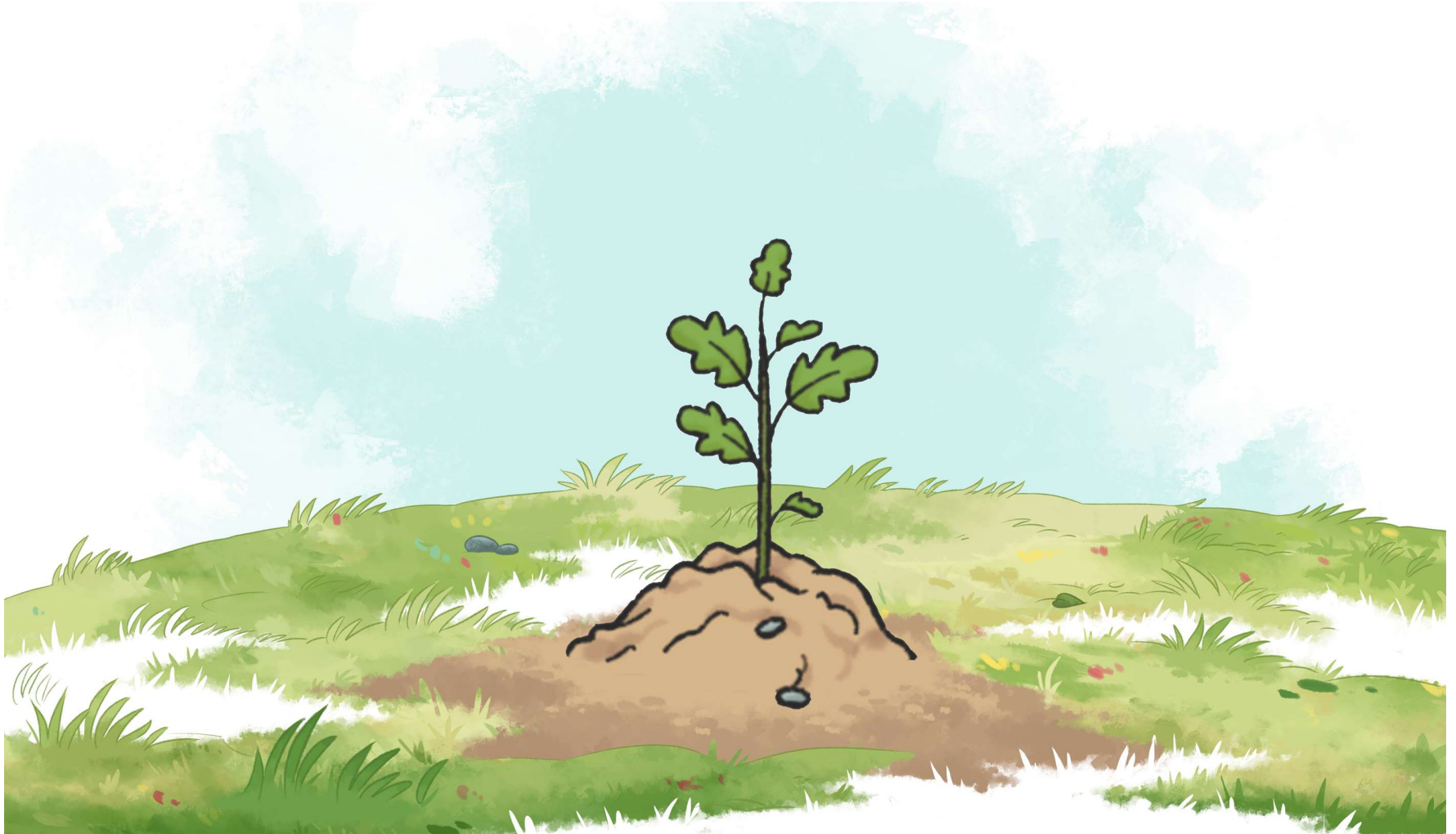


ch\_ranger\_rabbit

ch\_ranger\_rabbit



ext\_bubble\_oak\_004





ch\_deputy\_joe\_mouse

ch\_deputy\_joe\_mouse

